NES-WO-USA

THE 3-D BATTLES OF WorldRunner™

GAME PAK INSTRUCTIONS

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

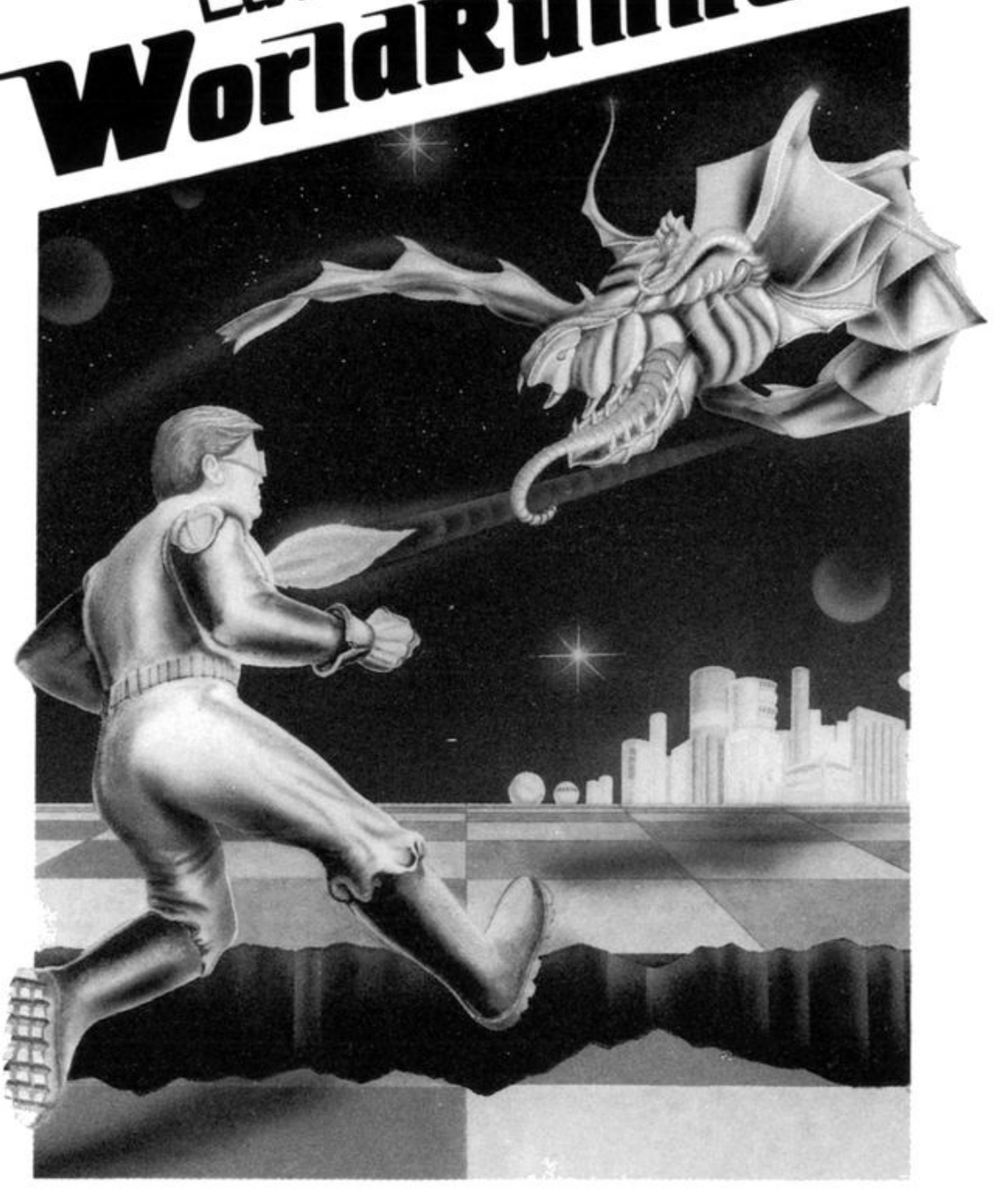
THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

Solar System #517 is being terrorized by a gang of Alien Serpentbeasts. None of the eight worlds are safe. And no-one seems able to stop this massive invasion.

In short, #517 is in deep trouble.

They need someone who can run. Fast. Someone who can jump. From world to world. And someone who's more than handy with a laser missile. They need you!

THE 3-D BATTLES OF WorldRunner™



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THE SET-UP

1. Make sure the power switch is OFF.
2. Insert the WORLDRUNNER™ CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on Player 1's controller.

FOR 3-D PLAY: If you want to play in 3-D mode, press the SELECT BUTTON. And don't forget your 3-D glasses. (You can use the special glasses supplied in this package or use the NINTENDO 3-D glasses. The red lens should be on the right-hand side when you use the 3-D glasses.)

THE SCENE

The Place: Solar System #517.
The Problem: Invasion by Grax and his gang of galactic thugs. Better known as Alien Serpentbeasts.

Not only is Grax ruthless, shrewd, powerful and totally terrifying. He also has seven brothers who are every bit as unfriendly as he is.

What's more, he has summoned all his brothers — and an endless army of buddies — to help him in this wretched ploy.

Your task is to cover all eight of the worlds in Solar System #517. Eliminating enemies as you go.

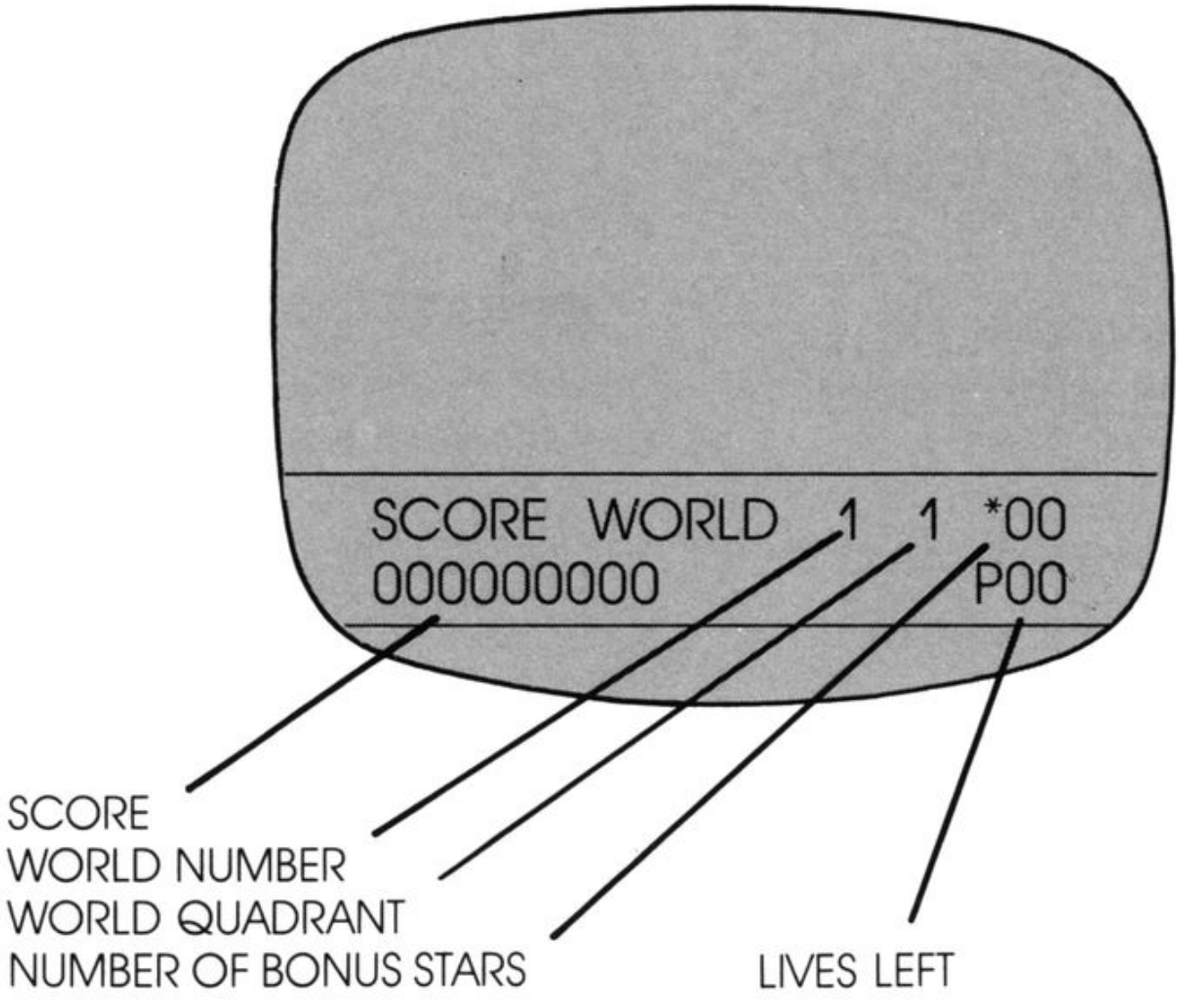
You'll have to move fast. Jumping over bottomless canyons as you go. And avoiding or shooting attacking enemies.

Along the way you'll run into (literally) ancient columns. You can also jump on top of them. Either way, they hold many surprises. Most of them beneficial. But some of them dangerous.

Keep going until you reach the eighth and final world. There, you must duke it out with the most dangerous of all the dragon brothers. And save Solar System #517 from certain collapse.

THE SCREEN

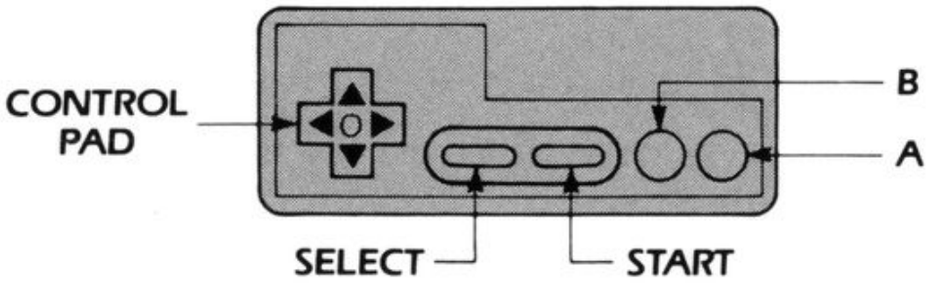
Once you press the START BUTTON, you will see the following information across the bottom of the screen:



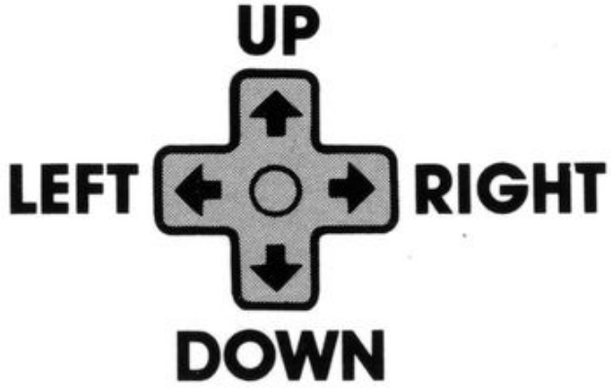
THE EIGHT WORLDS OF #517

There are eight different worlds in Solar System #517. Each one more dangerous than the next. Here is a bit of info on them. Just to let you know what to look for.

1. *Uno* — Learn quickly how to jump the canyons.
2. *Toro* — This moon-like world has more canyons. And they're even closer together.
3. *Caverno* — Some of the canyons are so wide you'll need special JUMPERS to get over them.



4. *Quanto* — Meet up with a slew of new enemies.
5. *Temero* — You'll need impeccable timing to slip by the HANDS.
6. *Aquo* — An eerie underwater world.
7. *Invinso* — Some enemies here are so strong, they can't be killed with your laser missiles.
8. *Fino* — The most treacherous of all the worlds.



THE CONTROLLER

The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM® controller. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.

TO MOVE RIGHT OR LEFT — Press the CONTROLLER RIGHT or LEFT.

TO SPEED UP — Press the CONTROLLER UP.

TO SLOW DOWN — Press the CONTROLLER DOWN.

TO JUMP — Press BUTTON A.

FOR A LONG JUMP — Press BUTTON A while simultaneously pressing the CONTROLLER UP.

TO FIRE A MISSILE — Press BUTTON B.

TO PAUSE — Press the START BUTTON.

TO RESTART — Press the START BUTTON again.

TO VIEW SCREEN IN 3-D — Press the SELECT BUTTON.

TO RETURN TO 2-D — Press the SELECT BUTTON again.

THE BAD NEWS

As if dealing with Grax, the Alien Serpentbeast, wasn't bad enough, he's sicked an entire army of friends, relatives and paid henchmen on you.

Plus, Solar system #517 has some of its own native hazards that you must try to avoid or void out.

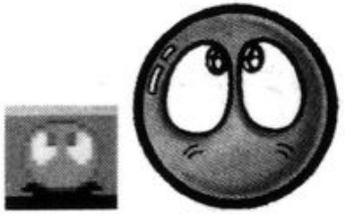
Here's a list of the enemies and hazards you'll encounter:

Menacing Meanies

You run into these guys all over the place — from the second you set foot in Solar System #517.

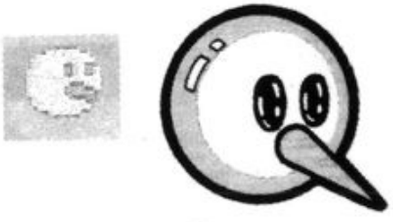
They may change colors, depending on what World you're in. But they'll always be a menace.

Stay out of their way. Or zap them with your LASER MISSILE.



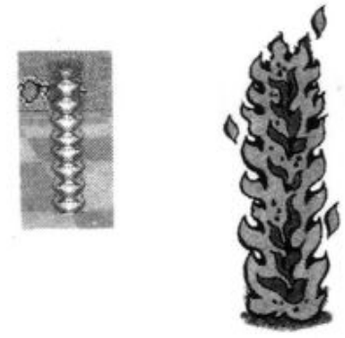
White Willies

They look kind of like GREEN MEANIES. But they're faster. And tougher.



Towering Infernos

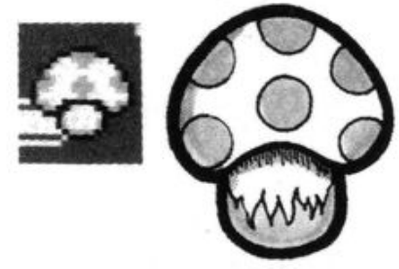
Don't touch these treacherous towers of deadly fire.



Magic Mushrooms

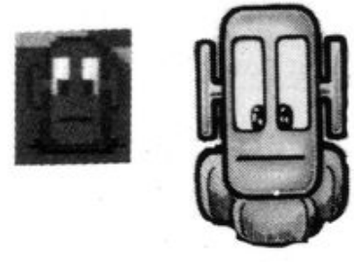
These harmless-looking edibles are pure poison. You'll find them — or rather they'll find you — when you bump into one of the columns. (More on columns in *THE GOOD NEWS* section, below.)

Anyway, avoid these deadly delights at all costs.



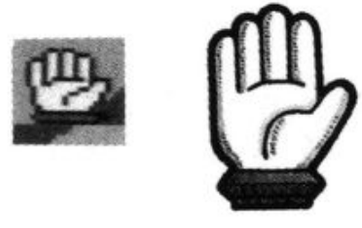
Robot Head

Like the MENACING MEANIES, these guys will try to bump you off. Avoid 'em. Or shoot 'em.



Hand Man

This roving hand tries to stop anything and everything that gets in its way. Including you. So ditch it.



Venus Die Trap

Don't get stuck in this thing's sticky tendrils. Slip by it. Or slip it a deadly blast.

Sea Shell

A pretty little thing. That will try to stop you dead in your tracks. Dance around it.

Calamitous Clam

This giant underwater monster will try to eat you alive. So stay away from it.

Here's a hint: It moves in circles.

Spinners

These high-tack gizmos will try to chase you down. So chase *them* down instead with a hearty hit from your LASER MISSILE.

Dog Face

This guy's as tough as he is ugly. What's worse, he can't be shot! So stay as far away from him as you can.

Vapor Cloud

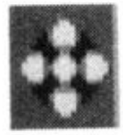
The stuff this thing puts out is 100% pure poison. Attack it. *Before* it attacks you.

Mean TV

A deadly piece of video technology. Blast it!

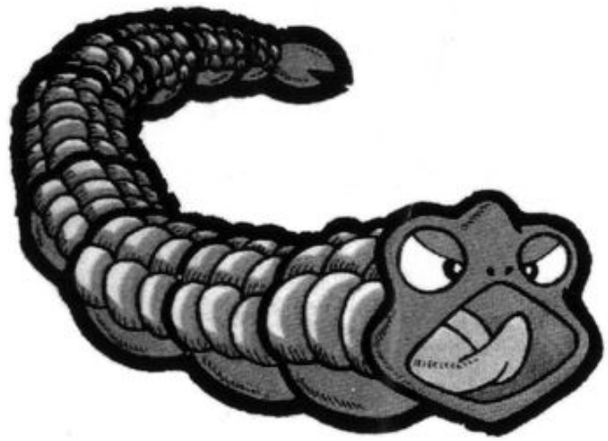
Diamond Demon

Like most real diamonds, this thing is indestructible. So watch out!!!



The Serpentbeasts

There's one of them guarding the end of every world. They're terrifying. Treacherous. And totally dangerous. It'll take several well-placed hits to kill them. They just don't go down easy.



THE GOOD NEWS

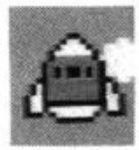
The inhabitants of Solar System #517 know that the task they've given you isn't an easy one. So, to try and help out a bit, they've hidden some very useful tools inside the rows of columns.

To get these tools, simply bump into or jump on a column, then try and catch what falls out. (Unless, of course, it's a MAGIC MUSHROOM.)

Here's what you'll find inside the columns:

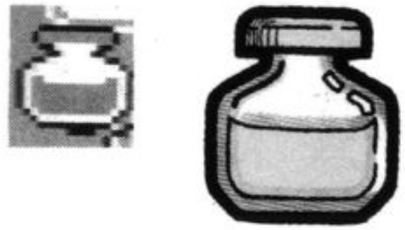
Laser Missiles

Once you catch one of these, you'll have unlimited firing power — at least for the duration of your current life.



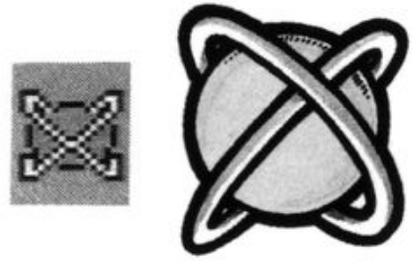
Power Potion

Capture a bottle of this stuff and you'll be temporarily invincible. As long as your hair is red, you'll have the power. When it changes back to it's original color, you'll know the power's run out.



Atomic Power

This little atom-like morsel will also make you unstoppable. But its power, too, is temporary.

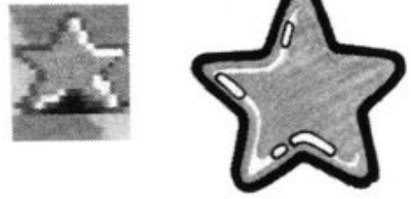


Have a Heart

Don't pass up this one. It gives you an extra life!

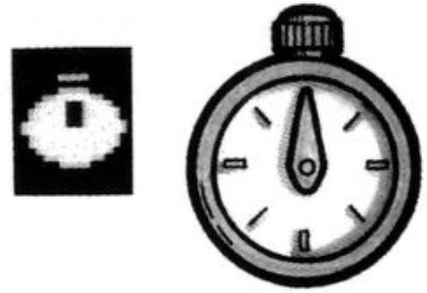
Super Stars

Catch as many of these as you can. They're worth extra points.



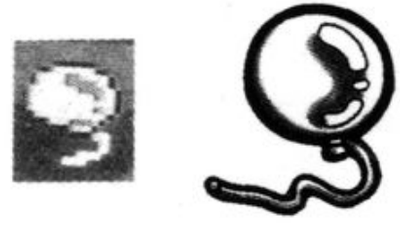
Cosmic Clock

Catch this one, and the timer resets itself to the beginning. So it buys you more time.



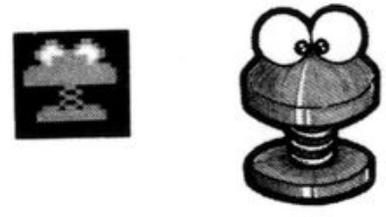
Warp Balloon

Grab onto this one. It'll take you to a special BONUS ROUND where there are *no enemies*. Only beautiful SUPER STARS worth extra bonus points.



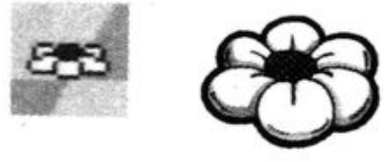
Junior Jumper

They make you jump higher. And farther. And for some of those canyons, you're going to need them.



Super Jumper

Just like the JUNIOR JUMPERS. Only better!



THE FINAL SCORE

The points you earn for catching certain items and defeating different enemies are added together to produce your final score. Here's what earns what:

ITEM	*POINTS*	*SPECIAL NOTE*
MISSILES	500	*AFTER* 1st one
POTIONS	500	*AFTER* 1st one
ATOMIC POWER	500	*AFTER* 1st one
STARS	50	
JUNIOR JUMPERS	500	*AFTER* 1st one
SUPER JUMPERS	500	*AFTER* 1st one
MEANIES	100	
WILLIES	100	
ROBOT HEADS	200	
HANDS	200	
CLAMS	200	
SPINNERS	200	
DOG FACES	200	
VAPOR CLOUDS	200	
TVs	200	
SERPENTBEASTS	200	

THE CLUES

- Be sure and get at least one LASER MISSILE as soon as possible at the beginning of each life. All the others are strictly for points.
- For the wider canyons you'll need a running start – or maybe even a jumper.
- Try and collect as many extra lives as possible. You can never have too many!
- When you lose a game, and want to start over from the beginning of the world you were destroyed in, follow these simple steps:
  1.) Hold down BUTTON A.
  2.) Press START.

Good Luck!

SAFETY TIPS

1. Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.®

2. This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit it or drop it. Do not take it apart.

3. Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4. Never attempt to take your GAME PAK apart.

5. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

3-D GLASSES FOR ONLY $2.00!

If you or a friend would like another set of WorldRunner 3-D glasses, here's all you need to do.

Fill out all the information on the offer form below. Please print the information and use a pen, not a pencil.

Send the completed original form, not a copy, along with a check or money order for $2.00 (U.S. currency) to cover postage and handling for each set of glasses. Checks should be made payable to Acclaim Entertainment 3-D Offer. Please do not send cash.

Send to: Acclaim Entertainment 3-D Offer
Zanac Promotion Services
P.O. Box 606
Oyster Bay, NY 11771-0606

Be sure to write "3-D Glasses" on the back of the envelope.

Official 3-D Offer Form

3-D WORLDRUNNER™ GLASSES OFFER

Name: _____

Street Address: _____

City, State, Zip: _____

Favorite Nintendo Game: _____

Where did you purchase WorldRunner? _____

Please send me _____ sets of 3-D glasses.

Offer valid in the United States and Canada only. Void where prohibited by law. Please allow 8 weeks for delivery. Offer expires May 31, 1988.

MEMO

MEMO

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